



Rules Super Series

1. Categories and divisions

1.1 Special rules

- A.** U7 teams may register a U8 goalkeeper.
- B.** U8 teams may register a U9 goalkeeper.

2. Team line-ups for the tournament season

- 2.1** For all categories, teams will be required to provide their roster prior to the start of their tournament. Each player on the roster must have an up-to-date Super Series passport number.
- 2.2.** The tournament roster may not exceed 20 players in total, including goalkeepers
- 2.3.** Players registered with a team must respect the maximum age limit for that team's category.
- 2.4.** A regular player may only be registered with one organization for the same tournament.

3. Player eligibility

- 3.1.** A regular player must have played a minimum of two (2) games in the round robin to be eligible to participate in the playoff (quarters, semis and finals). If the round robin consists of only 3 games, a regular or reserve player must have played at least one game in the round robin to be eligible for the playoff (quarters, semis and finals).
- 3.2.** Each coach must validate his line-up before each game.

- 3.3.** Any dispute regarding player eligibility must be submitted to the tournament organizers no later than 15 minutes after the game (protest). A cash deposit of \$200.00 will be required when filing a protest. All protests must be submitted to the tournament organizers, who must then submit the dispute to the Settlement Committee for a decision. The decision of the Settlement Committee will be final and without appeal.

4. General rules of the tournament

- 4.1.** A team that fails to show up for a tournament when the schedule is released will not be reimbursed.
- 4.2.** Teams participating in the tournament must ensure that they are available at all times during the weekends of the tournaments in which they are registered, from Thursday evening until Sunday, to contribute to the smooth running of the tournaments. It is also possible for some tournaments to run on Mondays in the event of a bank vacation.

5. Preliminary round

- 5.1.** Each participating team is guaranteed a minimum of four (4) games in a round robin format.
- 5.2.** Depending on the outcome of the games, the following points will be awarded:
- Three (3) points for a win.
 - One (1) point for a draw.
 - No points (0) for a loss.
- 5.3.** There will be no overtime, even if there is a tie after the three regulation periods. (Round Robin)
- 5.4.** A team refusing to start a game or playing with an ineligible player loses the game automatically. The winning team, in such a situation, will be credited with a 5-0 victory.
- 5.5.** For a team that withdraws from the tournament, all their games played or to be played will be defeats by a score of 5-0 in favor of their opponent.
- 5.6.** For statistical and tie-breaking purposes, a team cannot win by more than of more than five (5) goals.
- 5.7.** A team that quits during a game automatically loses by a score of 5-0.

- 5.8.** A team that fails to show up at the start of the game or after a break (intermission) will be assessed a two (2) minutes bench penalty.

6. Before the game

- 6.1.** Teams must arrive 60 minutes before the scheduled time of the first game to allow for player check-in.
- 6.2.** For all games, teams must be ready to access the rink at least fifteen (15) minutes before the scheduled time in order to start the game earlier, if necessary.
- 6.3.** A two (2) minutes warm-up is scheduled before the start of each game. The warm-up period begins when the first player jumps on the ice.
- 6.4.** “HOME” teams play in their dark jerseys and ‘VISITOR’ teams play in their white or light jerseys.
- 6.5.** Each team must bring two (2) sets of jerseys in different colors.
- 6.6.** It's up to the visiting team to find a solution if they have the same jersey color as the home team.

7. Game progress

- 7.1.** Games are three (3) periods of twelve (12) minutes at stopped time.
- 7.2.** The playing surface will be refreshed at the end of each game.
- 7.3.** Round robin play applies to all tournaments.
- 7.4.** A thirty (30) seconds time-out per team per game is allowed in quarter-finals, semi-finals and finals only.
- 7.5.** Minor penalties are two (2) minutes.
- 7.6.** MAJOR PENALTY + MISCONDUCT: expulsion for the remainder of the game plus a suspension of one (1) game.

7.7. A penalty for attempting to injure results in automatic expulsion for the remainder of the game plus automatic suspension for the next two (2) games (stabbing, six-inch, knee, hit from behind or other).

7.8. Penalties for gross misconduct towards a coach or player (spitting, verbal abuse, etc.) will result in expulsion for the remainder of the game, plus a minimum suspension of one (1) game. Major cases may be submitted to the Rules Committee for review.

7.9. In the event of an injury to a goalkeeper, and no substitute goalkeeper is immediately available on the bench, the opposing team, without an injured player, will have the following choices: either force a player to replace the goalkeeper while a substitute is being dressed, or decide to allow the other team a maximum of 10 minutes to make the change. Time will then be continuous during the changeover.

7.10. A maximum of four (4) people may accompany the team behind the bench

7.11. Goal difference - game progress

- When a goal difference of six (6) goals is reached after the end of the first period of play time will no longer be stopped.
- If the gap is reduced to less than six (6) goals during the second period, time will be stopped again.
- If, after the end of the second period of play, the gap is five (5) goals the time will no longer be stopped.
- If the gap is reduced to less than five (5) goals during the third period, the time will be stopped again.

7.12. In the event of a power failure, injury or other stoppage due to force majeure, a maximum waiting period of thirty (30) minutes is accepted. After this time, the score will be 0-0 unless the game was in the 3rd period, in that case the score on the scoreboard will be considered final.

7.13. In the event of a stoppage of play by the referees or tournament organizers, the score of the game at the time of the stoppage will be considered final.

8. Contact / checking

8.1 Checking in Quebec tournaments

8.1.1 Division 1 and 2 from U14

- Restrictive / progressive checking is accepted

* No contact in D3 and House and for all categories younger than U14

8.2 Checking in Gatineau / Ottawa tournaments

8.2.1 Division 1 and 2 from U13

- Contact allowed anywhere on the ice except no open ice

8.2.2 Division 3 from U13

- Shoulder-to-shoulder or shoulder-to-body contact
- Legally impeding an opponent to gain possession of the puck
- The use of body positioning to block or slow down an opponent
- No intention to knock down or violently strike the opponent

* No contact in recreational or for all categories younger than U13

9. Tie-breaking

9.1. Quarter-finals, semi-finals and finals tie-breaker.

9.1.1 In the event of a tie after regulation time in the quarter-finals, semi-finals and finals only:

- A. A 5-minute overtime period with stopped time will be played.
- B. 3-on-3 formula (3 players and a goalkeeper or 4 players).
- C. The first goal will end the game ("sudden death").

9.1.2 In the event of penalty(s) :

- A. The non-penalized team adds a player (4 vs. 3).
- B. In the event of a second penalty concurrent with the first penalty to the same team, the non-penalized team adds a second player (5 vs. 3).
- C. In the event of a penalty to the previously non-penalized team, the team initially penalized adds a player (4 vs. 4 or 4 vs. 5).
- D. The return to 3-on-3 will take place gradually during stoppages in play, depending on the end of penalties.

9.1.3 In the event of a tie at the end of the 5-minute overtime period :

- A.** The winning team will be determined by shoot-out.
- B.** Three (3) shots will be awarded to each team.
- C.** The home team will have the privilege of deciding whether to start or end the shoot-out.

9.1.4 If the tie persists after the three (3) shoot-outs :

- A.** Each team will be given one (1) additional throw until the tie is broken.
- B.** Each team must shoot in each new shoot-out round before the winner can be determined.

9.1.5 Shooter eligibility rules:

- A.** For the first round of shoot-outs, 3 different players identified by each team must each team.
- B.** If the tie persists after the first round of 3 shots, the teams must designate a new player until the minimum number of players from the opposing team has been reached

10. Discipline and protests

10.1. Any protest lodged after a game must be accompanied by a \$200 deposit. The amount will be refunded if the protest is successful.

10.2. A team wishing to obtain confirmation of the identity and date of birth of players on the opposing team must submit its request to tournament officials within 15 minutes of the end of the game. A deposit of \$200.00 is required for each verification request. The full amount will be refunded if the request is granted. Tournament officials will validate the information with the team in question. The team in question must provide proof of identity, including the date of birth of the player(s) in question, to tournament management without delay.

10.3. Starting from the quarter-final, semi-final or final round, protests must be made before the game. NO protests will be allowed during or after the game.

10.4. Failure to comply with the tournament officials' request (10.4) will result in the loss of the game in question and all games played by the targeted player(s) during the tournament by a score of 5-0.

- 10.5.** The tournament gives itself the right to disqualify a team if they use threats against the organization or if the members of the teams in question engage in disallowed behavior

11. Refund

- 11.1** No refunds will be made 10 days before the tournament